

READING is a SUPERPOWER with Spotlight graphic novels & comic books!



IRON MAN SET 3

Comic book text is short, but that doesn't mean students don't learn a lot from it! Comic books and graphic novels can be used to teach reading processes and writing techniques, such as pacing, as well as expand vocabulary. Use this PDF to help students get more out of their comic book reading.

Here are some of the projects you can give to your students to make comics educational and enjoyable!

CHARACTER RESEARCH

- Character Graph – Use the handout provided on page 2 to research information about a character from the books. Pages 3 provide teachers with the answer key.
- Trivia Questions – Use the handout provided on page 4 to have students work independently, with a partner, or in a small group to research the trivia questions. Page 5 provides teachers with the answer key.

CREATIVE WRITING PROJECTS

- Create a Superhero & Superheroine – Use the handout from page 6 to provide students the questions to answer in order to create the background information on their own superhero.
- Create a Graphic Novel – Use the handout from page 7 to form small groups and ask the groups to create their own graphic novels over the course of a week.

GLOSSARY WORDS

- A teacher reference list of all 5th and 6th grade level words found in the books with definitions is provided on pages 8-16. Please use as you like.
- Vocabulary Matching – Use the handouts on pages 17-20 as games for students to match words to definitions. Answer sheet is on page 21.
- Vocabulary Words – Use the sheets on pages 22-25 to have students research and become comfortable using a dictionary to find the definitions of words. An answer sheet is on page 26.

ANOTHER CLASSROOM IDEA

- Fluency Practice – Comic superheroes and villains are famous for their heroic or diabolical voices, and so comic books are a great opportunity for fluent, expressive read aloud activities. Have students read independently, aloud with a partner, or in small groups. Have the students add different voices for the characters and sound effects as they read aloud. Make a recording of their read aloud and play it back.

CHARACTER RESEARCH

Iron Man

Directions: Use the Internet to find the information and fill out the character graph for Iron Man.

Special Power(s):

Appearance
(What does his costume look like?):

CHARACTER NAME:

ALTER EGO:

How did the superhero get their power?

Who created the character and when did he first appear?

Write any other interesting information about the character:

CHARACTER RESEARCH-CHARACTER GRAPH ANSWERS

Iron Man

CHARACTER NAME: *Iron-Man*

ALTER EGO: *Tony Stark*

SPECIAL POWER(S): *He has no supernatural powers. With his suit of armor he can fly, shoot beams of energy from his hands and chest. He can also resist the vacuum of space.*

APPEARANCE (WHAT DOES THEIR COSTUME LOOK LIKE?): *Red and gold suit of armor*

HOW DID THE SUPERHERO GET THEIR POWER? *He suffered a heart injury and created a powered suit of armor to protect him*

WHO CREATED THE CHARACTER AND WHEN DID IT FIRST APPEAR? *Stan Lee/Larry Liber/Don Heck/Jack Kirby - 1963*

WRITE ANY OTHER INTERESTING INFORMATION ABOUT THE CHARACTER. *Answers will vary*

TRIVIA QUESTIONS

Iron Man

- 1. What is Iron Man's real name?**
- 2. When and where did Iron Man first appear?**
- 3. Iron Man was part of what group?**
- 4. What type of material covers Iron Man's armor?**
- 5. What company does Iron Man own?**
- 6. Who is Iron Man's archenemy?**
- 7. What color was Iron Man's original suit of armor?**
- 8. Who plays Iron Man in the movies?**

TRIVIA QUESTIONS-ANSWERS

Iron Man

1. What is Iron Man's real name?

Tony Stark

2. When and where did Iron Man first appear?

1963 in Tales of Suspense #39

3. Iron Man was part of what group?

Avengers

4. What type of material covers Iron Man's armor?

Adamantium

5. What company does Iron Man own?

Stark Industries

6. Who is Iron Man's archenemy?

Mandarin

7. What color was Iron Man's original suit of armor?

Grey

8. Who plays Iron Man in the movies?

Robert Downey Jr.

Create a SUPERHERO & SUPERHEROINE

You can create a superhero or superheroine.

On a separate sheet of paper, answer the following questions:

WHO ARE YOU?

What's your superhero's name? Describe & draw your emblem & costume. Describe & draw vehicles your hero uses, if any.

WHAT ARE YOU?

What kind of superhero are you? Do you have superpowers, like Spider-Man, or are you a human being who uses inventions and gadgets, like Batman? Research the different kinds of superheroes. List your superpowers and weaknesses.

WHO ELSE IS THERE?

Every superhero battles villains, makes friends, falls in love. List the names of your arch enemies, friends & allies, and the loved ones in your character's life.

HOW DID YOU START?

How did your hero get started? A science experiment gone wrong, or a tragic event that makes you want to fight crime? Describe your origins, secret identity, your hideout, your hero's motivation, and other parts of your hero's story.

TYPES OF SUPERHEROES

NOTE: This list was adapted from several online sources. Many online forums discuss the types of superheroes. Select one, or mix & match hero types for your project.

Armored Hero: A gadgeteer whose powers are derived from a suit of powered armor, e.g. Iron Man, Steel. **Blasters:** A hero whose main power is a distance attack, usually an "energy blast" e.g., Cyclops, Starfire, Static. **Brick/Tank:** A character with a superhuman degree of strength and endurance and usually an oversized, muscular body, such as The Thing or The Hulk. **Elementalist:** A hero who controls some natural element or part of the natural world, e.g., Storm (weather), Polaris (magnetism), the Human Torch (fire). **Gadgeteer:** A hero who invents special equipment that often imitates superpowers, such as Batman. **Magician:** A hero who is trained in the use of magic, or discovers power from an ancient relic. **Martial Artist:** A hero whose physical abilities are mostly human but whose hand-to-hand combat skills are phenomenal. **Mentalist:** A hero who possesses psionic abilities, such as telekinesis, telepathy and extra-sensory perception, for example, Professor X or Jean Grey from X-Men. **Shapeshifter:** A hero who can manipulate his/her own body to suit his/her needs, such as stretching (Mister Fantastic, Plastic Man) or disguise (Changeling, Mystique). **Size changer:** A shapeshifter who can alter his/her size, becoming huge or super-small, like The Atom. **Slasher:** A hero whose main power is some form of hand-to-hand cutting weapon, either devices, such as knives or swords (Zorro), or natural, such as claws (Wolverine). **Speedster:** A hero possessing superhuman speed and reflexes, e.g., The Flash, Quicksilver

Create a GRAPHIC NOVEL

It takes many people to create a graphic novel. Writers and artists bring their talents together to create an illustrated story. You can work with your classmates to create a graphic novel.

Here's what you need:

- 1. WRITERS** - choose an author or two to write the story. Authors will work with the pencillers to decide narration, dialog, panel divisions, pacing, and descriptions of the art.
- 2. PENCILLERS** - choose artists to draw the panels in pencil. Pencillers will work with the authors to draw exactly what they envision. Pencillers will also work with letterers to provide enough space for the text and sound effects.
- 3. INKERS** - choose artists with a steady hand to outline the panels and important art in them. Inkers will work with the pencillers to decide what needs bold outlines.
- 4. COLORISTS** - choose detail-oriented people to color the inked panels. Colorists have to keep colors consistent throughout the panels. Colorists will work with writers and pencillers to get the correct colors in the panels.
- 5. LETTERERS** - choose someone to insert the narration and dialog into the panels. Letterers work with pencillers to make sure there is enough room for the text. Letterers also work with the writers to make sure the text is in the correct place.
- 6. PRODUCTION MANAGER** - one person will need to oversee the entire project. He or she will coordinate the different team members and make sure they are able to talk to each other. The production manager will also create a schedule and make sure each team member follows it to complete the novel.

Glossary Words

Iron Man: The Bunker – 68 terms

accountants - people who check and take care of business records and money.

advisors - people who give advice.

agent - a person who represents another person or government.

air shaft - a path which fresh air can reach a closed area, such as the inside of a building.

archives - places where documents and records are collected and preserved.

arsenal - collection of weapons or a place where weapons are stored.

artifacts - objects made by humans long ago for a practical purpose.

automatons - machines that look or act like humans; robots.

bankruptcy - unable to pay money that is owed.

billionaire - a person whose wealth is more than one billion dollars.

boondoggles - unnecessary or wasteful works.

breach - to break through a barrier.

brink - the point just before a major change happens.

bunker - a shelter dug into the ground to keep people safe from attack.

capital - money owned by a business.

collapse - to fall down.

complex - a large building or area made up of smaller buildings that are connected.

conversing - talking.

corporate H.Q. - the main office of a company; headquarters.

cronies - close friends or companions.

decade - a measurement of time equal to ten years.

definite - known for sure; clear or exact.

degenerating - changing for the worse.

designated - chosen for a special purpose.

designation - special mark, name, or title.

desperate - having a great need.

detected - discovered or noticed.

disappeared - to be no longer seen; vanished.

disaster - a sudden event causing much damage or suffering; a complete failure.

draft - a current of air in a closed space such as a room.

entrusted - handed over for someone to take the care of.

environment - all the surroundings that affect the growth and well-being of a living thing.

fanciful - creative and imaginative.

freshman - a student in the first year of high school, college, or university.

gambled - took a big chance where the result could be really good or really bad.

game preserve - land that can't be built on so that people can hunt for sport.

Great Cataclysm - the end of the world or the destruction of the human race.

humanity - all human beings both past and present.

illogical - senseless or without logic.

incredible - unbelievable; very unusual or special.

inherited - received from a person.

insecure - not sure of oneself; filled with doubt.

invincible - not able to be captured or overcome.

lawsuit - a case brought before a court of law.

lobotomy - the operation of cutting into a lobe, such as the brain or the lung.

louse - an unethical person.

neurotic - suffering from needless fears and worries.

obsolete - no longer in use; outdated.

GLOSSARY WORDS: Iron Man: The Bunker - 68 terms
Continued...

paranoia - being overly suspicious.

paranoid - overly suspicious.

precocious - having the skills or knowledge of a much older person.

proto-armor - the first or earliest built protective suits.

remote - far away in place, time, or thought.

repulsor ray - a weapon that uses an electromagnetic field to focus particles into a central ball of heat and energy. When the current is reversed, it can cause energy to be shot in a ball form.

safe-deposit boxes - a secure box where important items can be safely stored.

sinkhole - a hole that is made in the earth when the ground underneath falls in.

subdue - to bring under control by use of force or talking.

threatened - stated that one plans to hurt or punish another.

thriving - doing well.

transistors - electronic devices used to control electricity in electronic machines.

trespasser - a person who enters a property without the owner's permission.

unauthorized - wasn't given permission or allowed.

undefeated - having not lost in something.

vacuum - a space empty of air causing things to be sucked towards it.

vanguard - the leading or front position or part of a movement or force.

vault - a room for keeping money and valuable items safe.

vermin - an animal that causes harm or damage or is difficult to control; pest.

wasteland - land that is barren and unable to support life.

Glossary Words

Iron Man: Kiber the Cruel – 77 terms

Ardennes - a region of forests, hills, and mountains in Europe. In World War II, the German Army launched an attack in the region and became known as the Battle of the Bulge.

beatnik - a person whose values, attitude, and dress go against the normal or typical style on purpose; hippie.

billionaire - a person whose wealth is more than one billion dollars.

calculations - the process of planning by careful thought.

chambers - rooms.

complex - a large building or area made up of smaller buildings that are connected.

conversion matrix - a computer program that changes energy into something else.

corridors - hallways.

countless - very great in number; not able to be counted.

culmination - the highest point.

damage - to break.

decade - a measurement of time equal to ten years.

denying - refusing to accept or allow.

disappoint - to fail to meet what one hopes or expects to reach.

disguise - an item used to hide something.

distractions - anything that causes a person to lose focus or direction.

doomed - fixed to end badly or unhappily.

elders - people having authority because of age and experience.

empower - to allow or give someone the ability to do something.

equipment - the supplies needed for an activity.

eventually - finally; after a while.

failure - a person or thing that does not succeed.

filibustering - slowing down government action by making a long speech.

fundraising - gaining money from other people or groups for a special purpose.

gauntlet - a protective glove worn over a suit of armor.

generate - to bring about; create.

gizmos - mechanical gadgets and things that are nameless or whose name is forgotten.

goon - someone hired to cause harm or trouble.

headwaters - the streams that form the beginning of a river.

idiot - a foolish person.

illusion - a misleading image or perception.

incessant - never stopping.

incredible - unbelievable; very unusual or special.

injustice - an act that is not fair, legal, or moral.

insane - having an illness of the mind; acting foolish or silly.

insufficient - not enough in number, degree, amount, or quality.

interviewed - a talk where a reporter asked a person questions to get or understand a story.

inventor - a person who creates a new device or idea.

invincible - not able to be captured or overcome.

jetted - moved quickly, like a jet aircraft.

kidnapped - to capture or seize a person by force.

lunkhead - a person who is not smart; has a skull so thick that the brain can't be very big.

massive - very large; huge.

maximum - the largest possible amount or degree.

molecular structure - the arrangement of the molecules, which are the smallest parts of a substance.

monopoly - complete control over goods or a service, so that there is no one else that has them and can sell them.

GLOSSARY WORDS: Iron Man: Kiber the Cruel - 77 terms

Continued...

motivation - the condition of causing movement or action by giving a reason.

Nobel prize - any of the prizes given out every year in physics, chemistry, economics, medicine or physiology, literature for the promotion of peace and for making the world better.

normal - close to what is usual, average, or standard.

obvious - easily seen or understood; clear.

palms - the inside part of the hands, between the wrist and the base of the fingers.

paranoia - being overly suspicious.

phalanx - any group of people gathered together for a common purpose.

phasing - doing steps or parts in a group of events or actions.

preparations - the act of getting things ready.

pronto - right away.

rectify - to put right or correct.

rumors - statements passed from person to person that has not been proved true.

sabotaged - messed up somebody's plan on purpose to stop something from happening.

salvation - the act of saving something.

savor - slow down and enjoy the taste, smell, or feeling.

scandal - someone or something that causes a general sense of shame or dishonor.

single-handedly - done alone and without help.

skull - the bony framework of the head and face.

smack dab - directly; dead-center.

smuggled - took things in or out of a country illegally or in secret.

smuggling - the act of taking things in or out of a country illegally or in secret.

squad - a small number of people working together.

stole - took without permission.

succeeded - accomplished a goal.

surplus - the amount that goes past what is needed; extra.

suspect - to believe to be true.

teleportation - moving something from one point to another almost instantly.

tolerate - to put up with.

tribesmen - a member of a tribe, which is a group of people, families, or villages that have a common background.

trickery - the use of tricks or doing something to fool or cheat somebody else.

Wehrmacht divisions - the army (Heer), navy (Kriegsmarine), and air force (Luftwaffe) of Germany from 1935 - 1945.

Glossary Words

Iron Man: Northern Lights – 61 terms

abroad - in or to a country that is not one's own.

absorption - the act of taking in.

aurora borealis - bands of light that appear in the skies at night near the North Pole. Also known as northern lights.

automatic - moving or working by itself.

betray - to not be truthful or faithful to.

bicker - to argue over things that are not very important.

billionaire - a person whose wealth is more than one billion dollars.

calibration - to check the measurements of something and that it is accurate.

criticize - to judge what is good or bad; to find problems or mistakes in.

decade - a measurement of time equal to ten years.

deploy - to position people, objects, or the like for a purpose.

disappeared - to be no longer seen; vanished.

disruption - the condition of throwing into disorder.

droid - robots with specific duties.

dysfunctional - not working as it should or at all; incomplete.

ejection - throwing out with force.

electromagnetic - of or relating to the ability to become magnetic when electricity passes through.

Electromagnetism is the force that holds protons and electrons together inside atoms, which are the building blocks of everything.

enhance - to improve the value, quality, or attractiveness of something.

foremost - first in time, place, importance, or rank.

frequency - the number of waves, such as sound waves, passing a fixed point each second.

futile - not working.

gravitational - relating to the natural force that draws objects towards each other.

heroism - the qualities of a hero.

identity - who are what a person or a thing is.

idiot - a foolish person.

illusion - a misleading image or perception.

incident - an event or happening that may form a part of a larger event.

induction - creating an electric charge, electromotive force, or magnetism by a body with electric or magnetic properties in a nearby body without direct contact.

innocents - people who are free from guilt or blame.

installed - set up something for use.

invincible - not able to be captured or overcome.

ionized - to separate or change partly or completely into ions, which are atoms that have an electrical charge.

ionosphere - the uppermost part of the earth's atmosphere from about 30 to 250 miles above the earth's surface.

magnetic field - the space around a magnet (or planet such as earth) in which a magnetic force is active.

magnetic-based - works using magnets or a similar idea.

magnetometer - a tool used to measure strength and direction of a magnetic field.

makeshift - made to meet a need, not meant to last.

maneuvers - changes in direction and position for a specific purpose.

maximum - the largest possible amount or degree.

mentioned - spoken of quickly or talked about shortly.

nonprofit - not done to make money.

ordeal - something that is unpleasant or difficult.

performance - an act done for a crowd.

GLOSSARY WORDS: Iron Man: Northern Lights - 61 terms

Continued...

permanent - lasting for a long time.

phony - a person or thing that is not real.

plasma - electrically charged particles similar to gas. Stars are made of plasma.

remote - far away in place, time, or thought.

repulsor ray - a weapon that uses an electromagnetic field to focus particles into a central ball of heat and energy. When the current is reversed, it can cause energy to be shot in a ball form.

research - careful study of a subject to learn more about it.

researchers - people who carefully study a subject to learn more about it.

resistance - the act of fighting against or opposing.

satellite - a man-made object that is launched from the earth into orbit.

seawall - a wall strong enough to withstand the force of waves.

sentiments - feelings or emotions.

solar storm - a storm that happens on the sun. An explosion in the sun's atmosphere and solar winds can have an affect on the Earth.

sophisticated - advanced.

stalling - slowing down or causing to stop.

tactic - a plan to achieve a certain end or result.

technical - mechanical or industrial; containing detailed terms and data.

transferred - moved or carried from one person or place to another.

violent - acting with great force; very strong.

Glossary Words

Iron Man: Web of Lies – 98 terms

accounts receivable - the department of a business that keeps tracks of money owed to the company.

accusations - statements that a person has committed a crime or an offense.

aerospace - the earth's atmosphere and the space beyond it.

alter ego - the opposite side of a personality.

amazing - something that causes wonder or great surprise.

angel - a spirit who acts as a messenger of God; a person who has great goodness and kindness.

appreciate - to be grateful for.

barred - not allowed or shut someone out.

bioelectric - relating to electric features in living things.

boot turbine - a device that powers the rest of the machine.

breached - broken through a barrier.

butler - a man who works in a house as head servant.

circumstances - conditions at a certain time or place.

classified - secret and meant only for certain people to see.

coincidences - things that happen at the same time by accident but seem to have a connection.

competition - a contest between two or more persons or groups.

consumer - a person who buys and uses goods.

continuously - going on without pausing or stopping.

copycat - a person who copies the behavior, gestures, or actions of another.

corporate - related to a corporation or business.

credit cards - cards from a bank or store that lets a person buy things and pay for them later.

decade - a measurement of time equal to ten years.

delay - to cause to be late or slow down.

design - to make or draw plans for a certain goal.

designed - made or drew plans for a certain goal.

detain - to be held in the care of police.

developed - grown or became stronger.

disappearance - the act of no longer being seen or vanishing.

dispose - to place or arrange.

distraction - anything that causes a person to lose focus or direction.

diversion - anything that causes a person to lose focus or direction; distraction.

dumpster - a large metal trash bin that can be carried by a garbage truck.

emit - to give off or out.

entrusted - handed over for someone to take the care of.

escorted - went along with someone or something to protect or honor.

essence - that which makes something what it is; the most important part of something.

evolutionary - relating to the process of gradual development.

fingerprints - a mark made by the tip of a finger on an object that it has touched. These are used for identification because no two people have the same fingerprint.

genetics theory - the study of genes, the makeup of all living things. Genes are passed on from parent to child and it is how living things gain features or traits, such as a person's eye-color, height or weight.

gig - a job.

glamorous - full of excitement and charm.

hustle - to move fast.

identity - who or what a person or a thing is.

idiot - a foolish person.

impersonating - pretending to be another person.

imposter a person who cheats or tricks others by pretending to be another person.

inappropriate - not right or proper for the time or place.

GLOSSARY WORDS: Iron Man: Web of Lies - 98 terms

Continued...

incredible - unbelievable; very unusual or special.

initiate - to start.

installed - set up something for use.

integrating - uniting or brining into a larger unit.

intercepted - to stop or take hold of.

intuition - the power to know or understand something without thinking it through in a logical way.

investigation - the act of learning about something.

loopy - silly; not normal or not making sense.

loot - something stolen.

louse - an unethical person.

marshes - low, wet areas, often thick with tall grass.

mezzanine - a partial floor located between two main floors of a building , usually used as a balcony, and normally not counted among the overall floors of a building.

mimic - to copy someone.

mysterious - not known and not able to be explained.

nanotechnology - the study of the controlling of matter on a very small scale. Nanotechnology deals with things between 1 to 100 nanometers. 1 nanometer is a million times smaller than a centimeter.

obsession - a continued, disturbing need to think about an object, idea, or feeling.

organization - people grouped together for a special purpose.

perimeter - the border or edge of an area.

phase - a step or a part in a group of events or actions.

pheromones - chemicals given off or left by an animal to tell or cause an action from another animal of the same species. Pheromones can tell other animals where food or danger is.

premises - statements that help support a conclusion.

presume - to take as true.

propulsion - the act of propelling, or pushing forward.

prowess - having skill or ability.

reacting - acting or feeling a certain way because of something.

recommended - suggested.

refund - an amount of money returned.

rendezvous - a plan to meet at a certain place and time.

replace - to put in place of, take the place of, or put back in the same place as before.

researching - carefully studying a subject to learn more about it.

retainer - a fee paid in advance to get expert advice.

routine - a set of actions followed regularly.

ruffians - people who are tough and violent; bullies.

sector - a part of a whole, such as a landscape, area, society, political system, or building.

security - something that gives protection.

sensitive - easily affected.

social security numbers - nine-digit numbers given by the United States government to U.S. citizens, permanent residents, and temporary working residents to track working people for taxation reasons and as a form of identification.

stashed - stored, usually in a secret place.

stolen - taken without permission.

strict - kept or acting within the rules or in an exact way; a tough and unchangeable attitude or order.

subconsciously - done without being aware or in control of what one is doing.

subdue - to bring under control by use of force or talking.

suspect - to have doubts about.

technology - using scientific knowledge for practical purposes, especially in industry.

tendencies - habits or repeated draws to an opinion or course of action.

terrorist organization - a group who harms, destroys, and uses fear to get what they want.

GLOSSARY WORDS: Iron Man: Web of Lies - 98 terms
Continued...

transferred - moved or carried from one person or place to another.

twitch - to move or pull with a quick, sudden motion.

villain - an evil person.

violation - the act of disobeying something.

wardrobe - a person's clothes.

VOCABULARY MATCHING

Iron Man: The Bunker

Directions: Match the words to their definitions.

brink _____

1) handed over for someone to take the care of

thriving _____

2) the point just before a major change happens

wasteland _____

3) a space empty of air causing things to be sucked toward it

entrusted _____

4) doing well

vacuum _____

5) land that is barren and unable to support life

fanciful _____

6) creative and imaginative

Write a sentence using one of the words from above.

VOCABULARY MATCHING

Iron Man: Kiber the Cruel

Directions: Match the words to their definitions.

goon _____

1) not enough in number, degree, amount, or quality

tolerate _____

2) very great in number; not able to be counted

salvation _____

3) the amount that goes past what is needed; extra

insufficient _____

4) someone hired to cause harm or trouble

countless _____

5) the act of saving something

surplus _____

6) to put up with

Write a sentence using one of the words from above.

VOCABULARY MATCHING

Iron Man: Northern Lights

Directions: Match the words to their definitions.

sentiments _____

1) moving or working by itself

makeshift _____

2) the condition of throwing into disorder

automatic _____

3) slowing down or causing to stop

permanent _____

4) feelings or emotions

disruption _____

5) made to meet a need, not meant to last

stalling _____

6) lasting for a long time

Write a sentence using one of the words from above.

VOCABULARY MATCHING

Iron Man: Web of Lies

Directions: Match the words to their definitions.

twitch _____

1) not allowed or shut someone out

routine _____

2) the act of disobeying something

barred _____

3) to move or pull with a quick, sudden motion

intercepted _____

4) a plan to meet at a certain place and time

violation _____

5) to stop or take hold of

rendezvous _____

6) a set of actions followed regularly

Write a sentence using one of the words from above.

VOCABULARY MATCHING-ANSWERS

Iron Man

The Bunker

2
4
5
1
3
6

Kiber the Cruel

4
6
5
1
2
3

Northern Lights

4
5
1
6
2
3

Web of Lies

3
6
1
5
2
4

VOCABULARY WORDS

Iron Man: The Bunker

Directions: Write the definitions to the vocabulary words below.

artifacts

paranoid

vault

illogical

detected

VOCABULARY WORDS

Iron Man: Kiber the Cruel

Directions: Write the definitions to the vocabulary words below.

decade

motivation

rumors

pronto

invincible

VOCABULARY WORDS

Iron Man: Northern Lights

Directions: Write the definitions to the vocabulary words below.

remote

violent

heroism

betray

maximum

VOCABULARY WORDS

Iron Man: Web of Lies

Directions: Write the definitions to the vocabulary words below.

louse

ruffians

initiate

mysterious

alter ego

VOCABULARY WORDS-ANSWERS

Iron Man

Iron Man: The Bunker

artifacts - objects made by humans long ago for a practical purpose.

paranoid - overly suspicious.

vault - a room for keeping money and valuable items safe.

illogical - senseless or without logic.

detected - discovered or noticed.

Iron Man: Kiber the Cruel

decade - a measurement of time equal to ten years.

motivation - the condition of causing movement or action by giving a reason.

rumors - statements passed from person to person that has not been proved true.

pronto - right away.

invincible - not able to be captured or overcome.

Iron Man: Northern Lights

remote - far away in place, time, or thought.

violent - acting with great force; very strong.

heroism - the qualities of a hero.

betray - to not be truthful or faithful to.

maximum - the largest possible amount or degree.

Iron Man: Web of Lies

louse - an unethical person.

ruffians - people who are tough and violent; bullies.

initiate - to start.

mysterious - not known and not able to be explained.

alter ego - the opposite side of a personality.